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US 20040033843 A1	US- PGPUB	20040219		Motion evaluation system for golf swing and sports training	473/274		Miller, John Clifford IV et al.
US 20030169259 A1	US- PGPUB	20030911		Graphics data synchronization with multiple data paths in a graphics accelerator	345/501	345/582; 345/629	Lavelle, Michael G. et al.
US 20030160797 A1	US- PGPUB	20030828	13	Globally clocked interfaces having reduced data path length	345/581		Koltzoff, Alex N. et al.
US 20030142104 A1	US- PGPUB	20030731		Batch processing of primitives for use with a texture accumulation buffer	345/552	345/582	Lavelle, Michael G. et al.
US 20030112250 A1	US- PGPUB	20030619		Frame buffer organization and reordering	345/572	345/540	Wasserman, Michael A. et al.
US 20030058244 A1	US- PGPUB	20030327		Over-evaluating samples during rasterization for improved datapath utilization	345/440		Ramani, Nandini et al.
US 20030043158 A1	US- PGPUB	20030306		Method and apparatus for reducing inefficiencies in shared memory devices	345/545		Wasserman, Michael A. et al.
US 20030043155 A1	US- PGPUB	20030306		Multi-channel, demand-driven display controller	345/532		Wasserman, Michael A. et al.
US 20020188770 A1	US- PGPUB	20021212		Method and apparatus for selecting an optimal capability between a computer system	710/8		Kehlet, David C.

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US 20020180747 A1	US- PGPUB	20021205		Graphics primitive size estimation and subdivision for use with a texture accumulation buffer	345/581		Lavelle, Michael G. et al.
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US 5963200 A	USPAT	19991005		Video frame synchronization of independent timing generators for frame buffers in a master-slave configuration	345/213	345/1.2; 345/504; 348/52	Deering; Michael F. et al.
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